



Z-MAN
games

IAN COOPER

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RULEBOOK



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Players: 2 - 4

Ages: 10 +

Duration: 75 minutes

INTRODUCTION

The last remnants of the Human race have fled to a new galaxy fearing destruction from an unstoppable enemy. After their arrival to the Andromeda galaxy, the Human survivors separated into factions and settled on different planets in distant quadrants. Turning their starships into the materials needed to build their cities, these factions remained peaceful and content for over 200 years...

The once ragtag Human factions have grown into distinct Empires, setting off to expand and explore the galaxy. This exploration, has led to the discovery of planets that were once settled by four different Alien Civilizations. Hidden within the ruins of their cities are clues to new and powerful technologies...

In the quest for this new technology, Humans will once again wage war amongst the stars...

GAME CONTENTS

- 24 Planet discs
- 10 Asteroid discs
- 4 Homeworld discs
- 1 Game Board
- 4 Range Rulers
- 32 Starships
- 4 Battleships
- 56 Troop Figures
- 16 Colonies (Circles)
- 16 Cities (Towers)
- 32 Research Facilities (Cubes)
- 4 Player Placard
- 1 Rule book
- 50 Victory Tokens



IMPORTANT TERMINOLOGY

All words found in these rules that are capitalized and bold will have an entry in the glossary of terms found in the back of these rules.

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SUMMARY OF GAME PLAY

Players will **Navigate** their **Starships** through the galaxy and **Land** their **Troops** on **Planets** in order to build **Research Facilities**, **Colonies**, and **Cities**. As long as a player has at least one **Item** of their color placed on a **Planet**, that **Planet** is considered to be **Occupied** by that player. If during the game all **Items** are removed from a **Planet**, then that **Planet** is no longer **Occupied** and is then available for any player to **Land** on. Players may only have up to 3 **Items** of any type on a **Planet** at one time. The different **Items** that may be placed on **Planets** are: **Troops**, **Research Facilities**, **Colonies**, and **Cities**. The players' **Troops** are used to build **Structures**, and each **Structure** provides an advantage.

Colonies are important because they add 1 to the **Defense** of a **Planet**. A **Planet** must also have a **Colony** before a **City** may be built. **Cities** are important because they add 2 to the **Defense** of a **Planet**. Also, building a **City** will increase a players **Supply** of either **Troops** or **Starships**. **Research Facilities** are important because they are used to **Develop** new **Technology** that will grant players special rule breaking abilities.

Players are striving to gain **Victory Points (VP)**. When a player takes the last **VP** token, each other player will get one last turn, after which the game will end. Final scores will be calculated, and the player with the highest score is the winner. Players will score **VP** during the game for successfully attacking enemy **Planets** and enemy **Starships**, **Mining**, and for being the first player to **Develop** new **Technology**.

SETTING UP THE GAME

Step One

Assemble the 9 different parts of the game board puzzle pieces as shown below and place it in the center of the table.



Place the central puzzle piece on the table.



Next place the 4 Quadrant puzzle pieces as shown in the graphic.



Then place the 4 corner pieces.



Now the board is ready to play.

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Step Two

Each player should take a **Homeworld** in the color of their choice. Players should then place their **Homeworlds** and any **Asteroids** face up in the holes in the game board according to the illustrations below. These discs will remain this way and are never flipped over during game play.

2 Player Homeworld setup



3 Player Homeworld setup



4 Player Homeworld setup



Step Three

Create one group of **Planets** for each **Quadrant** of the game board. Each group should consist of the following **Planets** based on the number of players.

Number of Players	Group 1	Group 2	Group 3	Group 4
2 Players	1 of each color Planet 2 Asteroids	1 of each color Planet 2 Asteroids	1 of each color Planet 2 Asteroids	1 of each color Planet 2 Asteroids
3 Players	2 Orange 1 Grey 1 Purple 1 Brown 1 Asteroid	1 Orange 2 Grey 1 Purple 1 Brown 1 Asteroid	1 Orange 1 Grey 2 Purple 1 Brown 1 Asteroid	1 Orange 1 Grey 1 Purple 2 Brown 1 Asteroid
4 Players	2 Orange 2 Grey 1 Purple 1 Brown	1 Orange 2 Grey 2 Purple 1 Brown	1 Orange 1 Grey 2 Purple 2 Brown	2 Orange 1 Grey 1 Purple 2 Brown

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Turn all discs in each group face down so only the blank sides are showing, and then shuffle them without mixing the groups. Now place each group of discs in the open holes of each **Quadrant** making sure that they remain face down.

Step Four

Each player takes a player placard of his chosen color and places it in front of them. Then each player places 6 **Troops** of his color on the **Supply** area of his placard, and places two **Starships** of his color in **Orbit** (touching the shaded area around a **Planet**) of his **Homeworld**. The rest of the **Troops** and **Starships** are kept in the box until later. Place a marker on level 0 of each color **Technology** track on the placard.

Also, each player should take their 4 **Cities**, 4 **Colonies**, and 8 **Research Facilities** in their chosen color and place them next to their placard.

Step Five

Put a number of **VP** tokens to the side of the game board so players have access to them. The number of **VP** tokens needed is determined by the number of players shown below.

- 2 players: **32 VP**
- 3 players: **36 VP**
- 4 players: **40 VP**

The length of the game can be adjusted by adding or subtracting **VP** tokens. Longer games (42 or 46 **VP**) will have much more conflict at the end of the game because the main way to achieve **VP** after all of the **Planets** are **Occupied** is by attacking other players **Starships** and **Planets**.

Starting Player

The player that gives the most convincing reason as to why he should go first will get to be the starting player, or just choose a starting player randomly.

Players will now start taking turns going clockwise around the table.

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GAME TURN

The active player may perform ONE of the following actions:

- ★ **Recruit Troops**
- ★ **Move**
- ★ **Mine**
- ★ **Build Structure**
- ★ **Develop Technology**

Recruit Troops

The active player may distribute up to 2 **Troops** amongst any **Planets** he **Occupies** and his **Homeworld** as long as the limit of 3 **Items** per **Planet** is not exceeded. **Troops** are taken from the player **Supply**; if there are no **Troops** left in his **Supply** then he may not **Recruit**.

Instead of performing a normal **Recruit** action, the active player may remove any number of **Troops** from his **Occupied Planets** (even **Blockaded Planets**) and place them into his **Supply**. This ends his turn.

Move

Players have 2 movement points that they may spend when moving. Each option below costs 1 movement point. After the active player has finished spending all his movement points, or declares that he is done, he must check for attacks against enemy **Starships** and **Planets**.

Launch

The active player returns 1 **Troop** to his **Supply** from one of his **Occupied Planets**, and then places a **Starship** from his **Supply** in **Orbit** of that **Planet**.

Navigate

The active player uses his finger to flick or strike (not push) one of his **Starships** (currently in play), propelling it across the playing surface. It is okay to ricochet off of **Planets**. However, flicking a **Starship** into an enemy **Starship** is called a **Ram** and destroys both **Starships**. Only the first two **Starships** that collide are destroyed and returned to each owner's **Supply**.

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Land

The active player returns 1 **Starship** that is in **Orbit** of a **Planet** to his **Supply**, and then places one **Troop** from his **Supply** on that **Planet**.

A player may not **Land** on a **Planet** that is **Occupied** by another player.

If the **Planet** is face down then the player must flip the disc over so the **Planet** side is face up and then place a **Troop** on it.

Each **Troop** adds 1 to the **Defense** value of the **Planet** it is on.

RESOLVE ATTACKS!

This is performed once all movement points have been spent, or the active player declares that he is done. All of the active player's **Starships** will attack. **Starships** may only participate in one attack each and all possible attacks are mandatory.



Attacks on Starships

If the active player has two **Starships** within short **Range** of an enemy **Starship**, then the enemy **Starship** is destroyed and returned to its owner's **Supply**.

Destroying an enemy **Starship** earns the active player 1 **VP**.

 **Example:** Jonathan has his two red **Starships** within short **Range** of a blue **Starship**.

The blue **Starship** is destroyed and returned to the blue player's **Supply**.

Jonathan wins 1 **VP**.

 **Example:** Kendrick has 2nd level orange **Technology**, which gives his **Starships** the ability to attack multiple targets. His two green **Starships** are within short **Range** of the two yellow **Starships**.

Both yellow **Starships** are destroyed and returned to its owner's **Supply**.

Kendrick wins 2 **VP**.



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Battleships

A player that has **Developed** 3rd level orange **Technology** (see 3rd level orange **Technology** track on the player placard) gets to add a **Battleship** to his supply. A **Battleship** counts as 2 **Starships** when attacking **Starships** and **Planets**. It will take 3 **Starships** within short range to destroy the **Battleship**.

Successfully attacking and destroying a **Battleship** will earn the attacking player 2 **VP**.

 *Example: During the game Kendrick has gained a **Battleship** (3rd level orange **Technology**). He also gets the benefits of 1st and 2nd level orange **Technology**. This means that his **Battleship** can attack multiple targets at long **Range**.*

*Because his **Battleship** counts at two **Starships**, each of the red **Starships** are destroyed and returned to its owner's **Supply**.*

*Kendrick wins 1 **VP** for each of the red **Starships** destroyed.*

 *Example: Melissa has her three yellow **Starships** within short **Range** of a blue **Battleship**.*

*The blue **Battleship** is destroyed and returned to its owner's **Supply**.*

*Melissa wins 2 **VP**.*

Attacks on Planets

If the active player has a number of **Starships** in **Orbit** of a **Planet** greater than the current **Defense** of the **Planet**, then all **Items** on that **Planet** are destroyed.

Destroyed Items are returned to the owner's **Supply**, and the active player gains 1 **VP** per **Item** destroyed.

Note: The active player may not attack a **Planet** if there are any other players' **Starships** in **Orbit** of the **Planet** (See **Defended**).

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Mine

Remove 2 **Troops** from a single **Planet** and gain 1 **VP**, or remove 3 **Troops** from a single **Planet** and gain 2 **VP**.

Build Structure

The active player may build ONE of the following:

- ★ **Research Facility**
- ★ **Colony**
- ★ **City**

Multiple **Structures** of the same type may be built on the same **Planet** as long as the limit of 3 **Items** per **Planet** is never exceeded. **Structures** may not be built on a player's **Homeworld**.

Research Facility

The active player returns 2 **Troops** from a **Planet** to his **Supply**, and then places a **Research Facility** on that **Planet**.

A **Research Facility** has a **Defense** value of 0.

Double Research Facilities: A player may only have ONE **Occupied Planet** with 2 **Research Facilities** built on it.

*Example: Dan builds a **Research Facility** on a grey **Planet** in which he already has a **Research Facility**. Because Dan now has a **Planet** with 2 **Research Facilities**, he cannot build a **Research Facility** on any of his other **Planets** that already have a **Research Facility** built on them. He may only build **Research Facilities** on **Planets** that do not already have **Research Facilities**. If this **Planet** is later attacked and his 2 **Research Facilities** are destroyed, then he could again build 2 **Research Facilities** on a single **Planet**.*

Asteroids: These are only used in a 2 or 3 player game. **Asteroids** follow all of the same rules as per **Planets**, except **Research Facilities** may not be built on them.

Colony

The active player returns 1 **Troop** from a **Planet** to his **Supply**, and then places a **Colony** on that **Planet**.

A **Colony** has a **Defense** value of 1.

City

The active player returns 1 **Colony** and 1 **Troop** from a **Planet** to his **Supply**, and then places a **City** on that **Planet**.

A **City** has a **Defense** value of 2.

Once a **City** is built, the active player may add either 1 **Troop** or 1 **Starship** from the box to his **Supply**.

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Develop Technology

The active player may increase a **Technology** by 1 level. However, he must meet the following conditions first.

- 1- **Technologies** must be **Developed** one at a time from lowest to highest.
- 2- The active player must have a number of **Research Facilities** equal to the **Technology** level being **Developed**. These **Research Facilities** must be on **Planets** of the same color as the **Technology** being **Developed**.

*Example: Melissa has already **Developed** 1st and 2nd level grey **Technologies**, and now wants to **Develop** 3rd level grey **Technology**. She has 1 **Research Facility** on one of her grey **Planets**, and 2 **Research Facilities** on another grey **Planet**. Having 3 **Research Facilities** on grey **Planets** allows her to **Develop** 3rd level grey **Technology**.*

Technology Bonuses

First Player to Develop Technology: If no other players have **Developed** the **Technology**, then the active player gains **VP** equal to the level of **Technology** that he has just **Developed**.

*Example: Because Melissa is the first player to **Develop** 3rd level grey **Technology**, she takes 3 **VP** tokens.*

Diversify Technology: Once a player has **Developed** an entire row of **Technology**, he will gain the bonus shown on the right side of the **Technology** track.

*Example: Dan has **Developed** all of his 1st level **Technologies** so he gains the bonus shown and takes 1 **Starship** and 1 **Troop** from the box and adds them to his **Supply**.*

Scan Planets

After the active player has performed one of the actions above, he may scan nearby face down **Planets**. He may pick up and secretly look at any face down **Planet** in which he has a **Starship** in **Orbit**. After looking, he must place the **Planet(s)** face down in the same holes.

End of Turn

The active player's turn ends once he has completed taking his actions. Now, the player to the left becomes the active player and will take his turn. This will continue until one player has taken the last **VP** token. At that point the other players will have one last turn before the game ends.

See **End of Game**.

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SPECIAL RULES

Blockaded Planets

An **Occupied Planet** is **Blockaded** if at least one enemy **Starship** is in **Orbit** of the **Planet**.

The active player may NOT perform any of the following actions at any of his **Planets** that are being **Blockaded** by other players' **Starships**.

- ★ Building a **Colony**, **City** or **Research Facility**
- ★ Landing or Launching **Starships**
- ★ Recruiting
- ★ Developing Technology
- ★ Mining

*Example: The blue player has a **Starship** in **Orbit** of the grey **Planet** in which the red player currently **Occupies** with a **Colony**.*

*Because the blue player is **Blockading** the **Planet** the red player cannot take any actions at this **Planet** until the blue player's **Starship** is either moved or destroyed.*



Defended Planets

A player cannot attack a **Planet** if there are any opponents' **Starships** in **Orbit** of the **Planet**. A **Planet** can be both **Defended**, and **Blockaded** at the same time.

*Example: The red player has a **Colony** on the grey **Planet**, and the blue player has 2 **Starships** in **Orbit**.*

*However, the blue player may not attack the **Planet** because it is currently being **Defended** by the green player who has 1 **Starship** in **Orbit**.*

*This **Planet** is also being **Blockaded** by both blue and green players.*



Off the Game Board

Any **Starship** that leaves the playing surface for any reason is considered to be lost in space and is immediately returned to its owner's **Supply**.

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END OF GAME

Once a player has taken the last **VP** token, all of the other players will get one last turn before the game ends. The **VP** tokens that were left in the box during the game setup should be used for any player scoring **VP** once the **VP** pool has been exhausted.

Scoring Planets

Each player will calculate points for all of the **Planets** that they **Occupy** and for the **Colonies** and **Cities** they have built on them.

- ★ Each **Occupied Planet** or **Asteroid** scores 1 **VP**.
- ★ Each **Colony** scores +1 **VP**.
- ★ Each **City** scores +2 **VP**.

Quadrant Bonuses

Players will receive bonus **VP** for having built **Cities** in different **Quadrants**.

- ★ **Cities** in 3 different **Quadrants** scores + 3 **VP**.
- ★ **Cities** in 4 different **Quadrants** scores + 6 **VP**.

These points are added to the **Victory Points** earned during the game. The player with the highest total wins. In the case of a tie, the player who took the most **VP** tokens during the game will win. If a tie still occurs then the player who **Developed** the most levels of **Technology** will win.

GLOSSARY OF TERMS

Asteroid

Asteroids are treated just like other **Planets** except that **Research Facilities** may NOT be built on them. At the end of the game, players will score 1 **VP** for each **Asteroid** that they occupy. **Asteroids** are only used in games with 2 or 3 players.

Battleship

When a player develops 3rd level orange **Technology**, he immediately takes the **Battleship** of his color out of the box and places it into his **Supply**, and then places two of his **Starships** into the box. The **Battleship** follows the normal rules for **Starships** but counts as two **Starships** when attacking or defending. Destroying a **Battleship** will earn the attacking player 2 **VP**. A single **Starship** can still destroy a **Battleship** by **Ramming**, but gains no **VP** tokens for doing so.

Only one **Troop** is removed when launching a **Battleship**, and only one **Troop** is placed on a **Planet** when **Landing** a **Battleship**.

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City

When a player builds a **City** he will take either 1 **Starship** or 1 **Troop** out of the box and place it into his **Supply**. This is a permanent increase to his **Supply**. A **City** adds 2 to the **Defense** value of the **Planet**.

Colony

You must have a **Colony** already built on a **Planet** before you can build a **City**. A **Colony** adds 1 to the **Defense** value of the **Planet**.

Defended

The active player cannot attack a **Planet** if there are any opponents' **Starships** in **Orbit** of the **Planet**. A **Planet** can be both **Defended** and **Blockaded** at the same time.

Defense

The **Defense** value of a **Planet** is based on the **Items** that are currently on the **Planet**.

- ★ **Research Facilities** = 0
- ★ **Troop** = +1
- ★ **Colony** = +1
- ★ **City** = +2

Develop

This is one of the actions that a player may take on his turn. The active player may increase a **Technology** by 1 level if he meets all of the conditions for **Developing Technology**.

Homeworld

Each player has one **Homeworld**. **Homeworlds** may NEVER be attacked or **Blockaded**, and **Troops** are the only **Items** that may be placed on a **Homeworld**.

Item

This refers to any game piece that can be placed on a **Planet**. **Troops**, **Research Facilities**, **Cities**, and **Colonies** are all **Items**.

Land

This is one of the movement options that a player may perform when taking a **Move** action on his turn. He returns 1 **Starship** that is in **Orbit** of a **Planet** to his **Supply**, and then places one **Troop** from his **Supply** on that **Planet**.

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Launch

This is one of the movement options that a player may perform when taking a **Move** action on his turn. The player returns 1 **Troop** to his **Supply** from one of his **Occupied Planets**, and then places a **Starship** from his **Supply** in **Orbit** of that **Planet**.

Mining

Removing 2 **Troops** from a **Planet** will earn the player 1 **VP**, and removing 3 **Troops** will earn him 2 **VP**.

Move

This is one of the actions that a player may take on his turn. The active player has 2 movement points that he may spend on **Launching**, **Landing**, and **Navigating** his **Starships**.

Navigate

This is one of the movement options that a player may perform when taking a **Move** action on his turn. The active player uses his finger to flick or strike (not push) one of his **Starships** (currently in play), propelling it across the playing surface. It is okay to ricochet off of **Planets**.

Occupied

A **Planet** is **Occupied** by a player if he has any **Items** of his color placed on the **Planet**.

Orbit

A **Starship** is in **Orbit** when any part of the **Starship** is touching the shaded area around a **Planet**.

Planet

There are four colors of **Planets** corresponding to each of the four **Technology** tracks on the player placards. Each **Planet** may have up to 3 **Items** on it at one time.

Quadrant

The game board is divided into 4 **Quadrants**. Each **Quadrant** has 7 holes for **Planet** and **Asteroid** discs to be placed in.

Ramming

Ramming occurs when a player's **Starship** strikes an opponent's **Starship** while moving. The first two **Starships** that collide are destroyed and returned to each owner's **Supply**.

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Range

The **Range** ruler is used to determine the success of attacks against other **Starships** only. The short side of the **Range** ruler is used by all players. The long side of the **Range** ruler is only used by a player who has developed 2nd level orange **Technology**.

Recruit

This is one of the actions that a player may take on his turn. The active player may distribute up to 2 **Troops** amongst any **Planets** he **Occupies** and his **Homeworld** as long as the limit of 3 **Items** per **Planet** is not exceeded.

Research Facility

Building **Research Facilities** on **Planets** is necessary for **Developing Technology**.

Starship

Each player starts the game with 2 **Starships**.

Supply

These are the areas on a player's placard where available **Troops** and **Starships** that are not currently in play are kept. When the rules call for the player to add **Troops** or **Starships**, they come from the box and are then added to the player's **Supply**.

Structure

There are 3 types of **Structures** that can be built; **Research Facilities**, **Colonies**, and **Cities**. More than one of the same **Structure** may be built on the same **Planet** as long as the limit of 3 **Items** per **Planet** is not exceeded.

Technology

There are 4 different **Technology** tracks (found on the player's placard) that correspond to each of the 4 different colors of **Planets** found in the galaxy (not including **Homeworlds**). The different **Technologies** grant the players new powers or let them break the normal rules of the game.

Troops

Each player starts the game with 6 **Troops** in their **Supply**. **Troops** increase a **Planets Defense** value by 1. **Troops** are also used to build **Structures**, and to **Launch Starships**.

Victory Points (VP)

The player with the most **VP** at the end of the game is the winner.

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